*Cont*

*A1*

a random generator for randomly selecting a symbol to be displayed in each of said cells independently of the random selection of a symbol in each of the other cells,

a game control for controlling a game play in a primary game mode and a secondary even mode for controlling images displayed on the display and detecting the presence of a

predetermined winning combination of symbols and for awarding a prize in response to a winning combination, and

a selector for allowing a player to individually select the number of cells independently on one another to be evaluated by the game control to detect the presence of a winning combination within the selected number of cells.

2.    (Amended)    An assembly as set forth in claim 1 wherein said plurality of cells includes three rows and three columns of cells and wherein said selector includes a sensor to allow the player to individually select a predetermined number of cells independently of one another.

*A2*

11.    (Amended)    An assembly as set forth in claim 3 including, in response to said secondary even trigger, the game control arranged to randomly select one of a plurality of positions and sending an object to one of said positions.

*A3*

14.    (Amended)    An assembly as set forth in claim 13 including an event programmer presenting an evaluation station and including a transfer device for moving the items through space to said evaluation station

20.    (Amended)    A method for playing a game comprising the actions of;

a player individually selecting a number of cells independently of one another from a plurality of cells,

said player placing a wager with respect to said selected number of cells,

randomly selecting and displaying a symbol in each of said plurality of cells independently of the random selection of a symbol in each of the other cells, and

awarding a prize to said player in response to a predetermined winning combination of symbols occurring within said selected number of cells.

21.    (Amended)    A method as set forth in claim 20 including triggering a secondary event in response to the occurrence of a secondary event trigger.

23.    (Amended)    A method as set forth in claim 20 wherein said selecting comprises individually selecting a predetermined number of cells.

24.    (Amended)    A method as set forth in claim 20 wherein selecting comprises individually selecting said nine cells.

25.    (Amended)    A method as set forth in claim 23 wherein said selecting a number of cells comprises selecting one, three, five, seven or nine cells independently of one another.

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27. (Amended) A method as set forth in claim 20 including said random generator changing the probabilistic distribution of symbols for presentation in each of the plurality of cells in response to the said selected number of cells.

A7

33. (Amended) A method as set forth in claim 32 including representing the positions as planets and the object as a space ship.

34. (Amended) A method as set forth in claim 32 including selecting a predetermined number of items.

A8

41. (Amended) A readable according medium recording a control program for playing a video slot machine game on a display and comprising:

a display for displaying one of a plurality of symbols in each of a plurality of cells,

a random generator for randomly selecting a symbol in each of said cells independently of the random selection of a symbol in each of the other cells,

a game control for awarding a prize in response to a predetermined winning combination of symbols,

a selector for allowing a player to individually select a number of cells independently of one another to be evaluated by the game control in determining the presence of a winning combination.

43. (Amended) A method for playing a game, comprising:

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presenting a plurality of selectable cells,

individually selecting one or more of said cells independently of one another,

randomly presenting a symbol in said cells,

comparing said symbols in said selected cells with a schedule to determine one of a winning outcome, a losing outcome, and a bonus outcome, and

rewarding credits according to said pay schedule in the event of a winning outcome being determined and ending the game in the event of a losing outcome and initiating a bonus event when a bonus outcome is determined.